PLACEHOLDER FOR MANUAL COVER

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

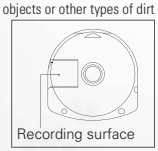
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

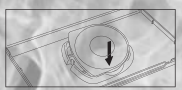
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

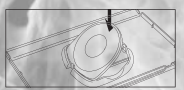
Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.







Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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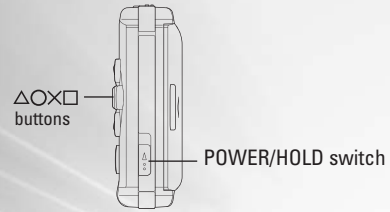
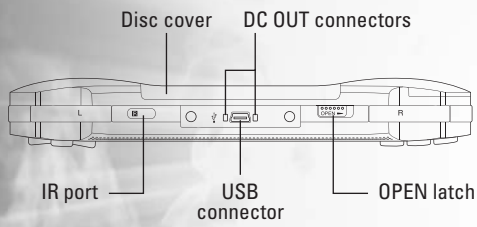
GETTING STARTED





Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The POWER indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *WWE SmackDown vs. Raw 2008* disc with the label facing away from the system, slide until fully inserted, and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: Do not eject a UMD™ while it is playing.

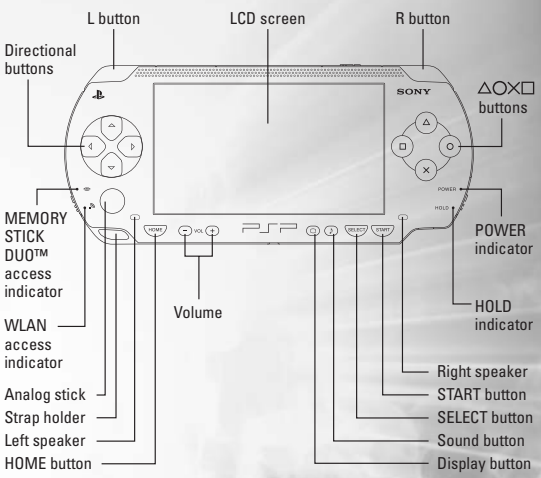
MEMORY STICK DUO™

WARNING! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION

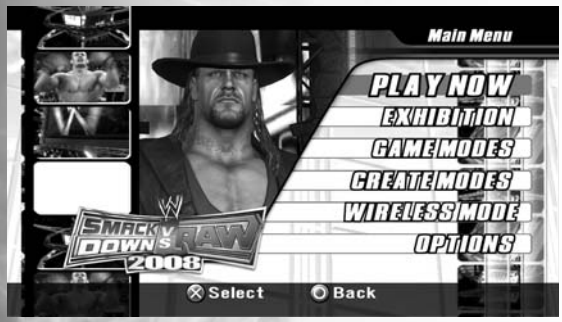


BASIC CONTROLS

Control Superstar	Directional buttons
Strike Attack	▣ button
Quick Grapple	◉ button + directional buttons
Strong Grapple	Hold R button + ⬆ button / ⬇ button + ◉ button
Ultimate Control Grapple	Hold R button + ⬅ button / ➡ button + ◉ button
Run	Hold L button + directional buttons
Counter Strike Attack	L button
Counter Grapple Attack	R button
Finisher	△ button
Irish Whip	R button + ⊗ button

Pick up / Drop weapon	⊗ button
Pin Fall	⬇ button + ◎ button
Taunt	Analog stick
Ring In / Ring Out	Directional buttons + ⊗ button
Pick up a downed opponent	◎ button
Pause Menu	START button

MAIN MENU



After the game loads up, press the START button to bring up the main menu. Use the directional buttons to move up and down through the menu. Press the ⊗ button to make your selection.

Play Now	Play a quick exhibition match
Exhibition Mode	What kind of game do you want to play? Exhibition Mode allows you to participate in any of the game's many exhibition modes – One on One, Two on Two, Triple Threat, Fatal-Four-Way, 6-man, Handicap, and Royal Rumble. Once you select the category of match, you can select from one of the specialty matches like Ladder, TLC, Steel Cage, and much more.
Game Modes	Play through a career with WWE 24/7 Mode, compete against other Superstars in the all-new Tournament Mode, go to the WWEShop to purchase unlockable content or visit Hall of Fame mode to relive the greatest matches in WWE history.
Create Modes	Here you can create a WWE Superstar, create a move-set, create your own entrance, create a stable of Superstars, customize attributes and create a WWE Championship.
Wireless Mode	Compete against your friends via the PSP, system's Ad Hoc connection. Join one of your friend's games. You can choose the Superstars, the match type, and the arena for your head-to-head competition.
Options	Adjust sound settings, match rules, in-game options, advanced options, view the credits, save your game progress and more. Follow the on-screen directions to adjust all of these options.

GAMEPLAY FEATURES

SUPERSTAR FIGHTING STYLES (NEW FOR 2008)

With eight Superstar Fighting Styles to choose from, playing *WWE SmackDown vs. Raw 2008* will never be the same. Each fighting style has its own unique strategy. The styles have exclusive moves, abilities, attributes, and more. Take the fight into your own hands and feel the power of the Superstars.

BRAWLER	CONTROL COMMANDS
Ground & Pound	Press ⊗ button near the upper body of a downed opponent
Fists of Fury	Hold R button + ▢ button
Wreck Shop	Hold R button + △ button (must be in possession of a stored fighting style icon)
DIRTY	**CONTROL COMMANDS**
Referee Shield	Approach referee and hold ⊗ button (release ⊗ button to push)

Argue With Referee	△ button (following an opponent's pin kick out)
Ignore Rope Break	Hold the analog stick (during struggle submission hold)
Remove Turnbuckle	Approach turnbuckle and press ✕ button
Super Dirty Move	Hold R button + △ button facing groggy opponent (must be in possession of a stored fighting style icon)
HARDCORE	**CONTROL COMMANDS**
Weapon Grapple Attacks	Press the directional buttons + ○ button while holding weapon.
Hardcore Rejuvenation	Receive full momentum meter after being busted open by opponent.
Hardcore Ressurection	Hold R button + △ button while holding a chair (must be in possession of stored fighting style icon)
HIGH FLYER	**CONTROL COMMANDS**
Springboard Attack	Move directional buttons toward ropes and press □ button
Evasive Roll	Hold R button + analog stick
Turnbuckle leapfrog	Run toward a groggy opponent positioned in the turnbuckle and press the ✕ button
Standing dive attack to Outside	Move directional buttons toward outside opponent and press □ button in close proximity to the ropes
Running Dive Attack to Outside	Run toward opponent outside of the ring and press □ button when in close proximity to the ropes
Possum Pin	Hold R button + △ button when on the ground (must be in possession of a stored fighting style icon)
POWERHOUSE	**CONTROL COMMANDS**
The Irresistible Force	While being pinned press any button
Strong Irish Whip	Hold R button + ✕ button

Rampage Mode	Hold R button + △ button (must be in possession of a stored fighting style icon)
SHOWMAN	**CONTROL COMMANDS**
Mass Appeal	analog stick
Mass Exposure	analog stick while positioned on turnbuckle
Steal Taunt	△ button + analog stick
Steal Finishing Move	Hold R button + △ button (must be in opponent's correct finishing move situation and have a fighting style icon stored)
TECHNICAL	**CONTROL COMMANDS**
Fake Irish Whip	Hold R button + ✕ button, then press the □ button (before release)
PIT Maneuver	Run toward opponent and press ✕ button
Standing Dive Attack to Outside	Move directional buttons toward outside opponent and press □ button in close proximity to the ropes
Running Dive Attack to Outside	Run toward opponent outside of the ring and press □ button when in close proximity to the ropes
Technically Sound	Hold R button + △ button (must be in possession of a stored fighting style icon)
SUBMISSION	**CONTROL COMMANDS**
Recovery Hold	Wrench opponent during any struggle submission hold
Lock Pick	Move the analog stick in any direction when on the defensive end of a submission (this ability will lose its effect once severe damage has been sustained)
Ultimate Submission	Hold R button + △ button during any non-finisher struggle submission (must be in possession of a stored fighting style icon)

STRUGGLE SUBMISSION SYSTEM (NEW FOR 2008)

The new Struggle Submission System gives players intuitive and natural control over their WWE Superstars using the analog stick. Realism and strategy are at the forefront as players can now control the amount of pressure they apply. Once a Struggle Submission has been locked in, simply move and hold the analog stick in any direction to wrench your opponent. As you wrench your opponent, keep an eye on your Superstar's grip icon located above your Superstar's momentum meter. The grip icon is a visual indicator of your Superstar's current grip on your opponent. As an opponent is wrenched, the icon will gradually change to reflect your Superstar's loosening grip. To restore your grip, return to the neutral position by releasing hold of the analog stick.

While resting in the neutral position, the defensive opponent can attempt to escape from the hold. Move and hold the analog stick in any direction to initiate an escape attempt. Defensive opponents suffering from minimal to no limb damage will be able to power out of Struggle Submissions much more quickly than opponents suffering from moderate to severe limb damage.

HALL OF FAME (NEW FOR 2008)

Compete in a number of Direct Challenge Mode matches, reliving some of the greatest matches in WWE history, and accomplish a number of other gameplay related goals on your path to WWE immortality. Can you change history as the underdog, or will events play out just like they did? You're in control.

ECW PRESENCE (NEW FOR 2008)

ECW invades *WWE SmackDown vs. Raw 2008* with new Superstars, weapons and announcers, along with new arenas and the introduction of the all-new ECW Extreme Rules Match.

WWE 24/7 MODE (NEW FOR 2008)

Can you handle the intensity and hectic schedule of a WWE Superstar? *WWE SmackDown vs. Raw 2008* combines Season and General Manager Modes. You have multiple character development options, stat tracking, and career goals that guide you toward the ultimate achievement of becoming a legend.

After selecting WWE 24/7 Mode you will have the option of playing through the mode as a Superstar or as a General Manager.

Now that you are all set up, you are in the Locker Room. There are four options here in the Locker Room – *WWE Magazine*, Computer, Cell Phone, and Calendar.

WWE Magazine	View the goings on of WWE, read the storylines as you make them happen in your burgeoning career.
Computer	From the Computer, you can review your Superstar's Health, review your Superstar's popularity, view the Power 25, view your Progress Report, visit WWEShop, change the game Options, and save your current progress.
Cell Phone	The Cell Phone is your main access to what is happening in WWE. Your Superstar will receive phone calls and text messages from other Superstars, Managers, and even Mr. McMahon himself.
Calendar	See the upcoming events on the WWE schedule. Plan out your career as you make your way to becoming a WWE Legend.

QUICK GRAPPLES

Quick grapples are difficult to reverse, low-damage attacks that are performed free of a grappled state. Simply press a direction on the directional buttons + the ◉ button to perform a different quick grapple attack. Each Superstar is equipped with four front and four rear Quick Grapple attacks. Quick Grapples are a great way to work over an opponent during the early minutes of a match. Each Superstar's Quick Grapple move-set can be edited in the Create A Move-Set option.

STRONG GRAPPLES

Strong Grapple moves inflict more damage than Quick Grapples, but are also easier to reverse due to their slow reach movement. Unlike Quick Grapples, Strong Grapples can only be performed while in a grappled state. To lock your opponent in a grappled state, press and hold R button and press ↑ or ↓ plus the ◉ button.

ULTIMATE CONTROL GRAPPLES

Ultimate Control Grapples give you the freedom to decide when and where to lay the smackdown on your opponent. To perform an Ultimate Control Grapple, press and hold the R button and press ← or → plus the ◉ button. Follow the instructions along the HUD to perform a wide variety of high impact, bone jarring grapple moves.

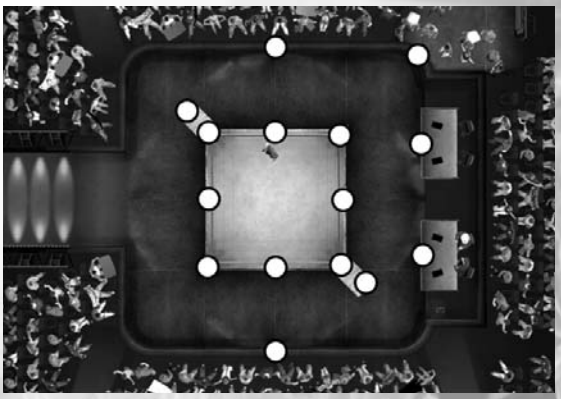
(ALL-NEW FOR '08!) ESCAPE ATTEMPTS

In *WWE SmackDown vs. Raw 2008*, we're taking Ultimate Control to the next level by giving defensive opponents the ability to escape out of Ultimate Control Grapple moves. When caught in the clutches of an Ultimate Control Grapple, press the ■ button to strike your opponent, stunning them in the process. Take advantage of their stunned state by rapidly moving the analog stick back and forth to wiggle out of the Ultimate Control Grapple. The speed in which you are able to escape is dependent upon your limb damage at the time. A Superstar with minimal to no limb damage will be able to escape out of an Ultimate Control Grapple much more quickly than a Superstar suffering from a severe amount of limb damage.

ENVIRONMENTAL GRAPPLES

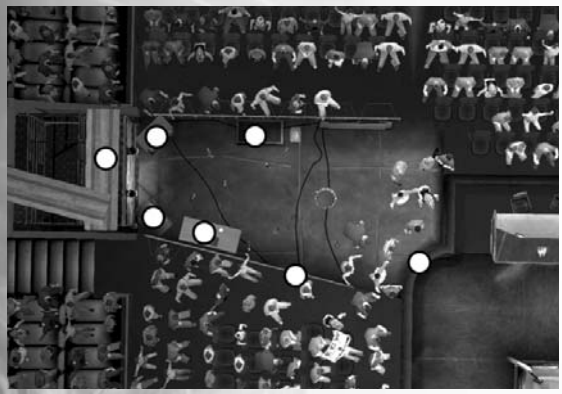
Sometimes grapples and strikes just aren't enough to put an opponent away. When standard techniques fail, it may be time to utilize the surrounding environment as a weapon against your opponent. Simply lock your opponent in a strong grapple and drag them toward any object in the environment to automatically trigger its environmental grapple situation. Move the analog stick as instructed along the HUD to perform the appropriate grappling action. The diagram below contains some of the environmental grapple locations spread throughout the ring area. Experiment during gameplay by dragging your opponent to different locations inside and outside of the ring to locate more environmental grapple locations.

Cancel Environmental Grapple	✕ button (during Environmental Grapple)
Perform special taunt (Showman Fighting Style Only)	Directional button during Environmental Grapple (any direction)



FIGHTING IN THE CROWD

When the fighting spills outside of the ring, continue the fight inside of the Fighting In The Crowd area. To access this fighting area, simply Irish whip your hapless opponent into the corner barricade wall near the announcer's table. When your opponent is slumped against the barricade, press the ○ button + directional buttons to clothesline your opponent over the barricade wall and into the crowd area. The FITC area also contains environmental grapples and backstage equipment, which can be used as weapons against your opponent. The diagram below contains a few of the interactive areas available in the crowd area.



LADDER MATCH CONTROLS

The objective of the Ladder Match is to set up a ladder in the middle of the ring, climb to the top and remove the championship belt suspended above the ring. Once you've ascended to the top of the ladder and are within reach of the title, the option to press or hold the △ button will appear. Press the △ button to reach with one hand. Press & hold the △ button to reach with both hands. Once the Superstar has grabbed hold of the suspended object, hold the △ button in position to drain the ladder gauge and successfully remove the item.

Pick up ladder	✕ button
Set-up ladder (while holding)	✕ button
Drag a set-up ladder	while standing on the ladder's side press and Hold ✕ button
Release ladder	✕ button (while dragging ladder)
Lean ladder horizontally against an already set-up ladder	Press the directional buttons toward the ladder and press ✕ button
Run up leaning ladder	Run towards the horizontally placed ladder.
Push ladder over	✕ button (when two opponents are on top of the ladder)
Drop safely to the mat	✕ button (while hanging from object)

MOMENTUM

As you compete in the match, your Superstar gains momentum with each strike and grapple that he/she lands. Once your momentum meter is completely filled, you will be able to perform your Superstar's signature finishing move. You can choose to store your Superstar's primary fighting style icon which will enable you to perform your Superstar's primary fighting style ability. It is important to note that you can only perform your Superstar's signature finishing move with a full momentum meter and you can only perform your Superstar's primary fighting style ability while in possession of a stored fighting style icon.

STAMINA

Throughout the course of a match, Superstars will accumulate fatigue and, as a result, will slowly begin to lose their stamina. Performing exhausting in-ring actions will cause your Superstar's stamina to drain. How fast the stamina drains depends on each Superstar's stamina attribute rating, which can be viewed on the Superstar Select screen. Superstars with a high stamina rating are slow to lose stamina and quick to regain it. Superstars with a low stamina attribute are quick to lose stamina and slow to regain it. Stamina regains automatically as a result of inactivity in the ring.

WIRELESS

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructre mode. *WWE SmackDown vs. Raw 2008* supports Ad Hoc mode only.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

EXHIBITION MATCHES

Compete against a friend in Ad Hoc mode in a series of match types. Single, Tag and Main Event match types from the offline game mode are available for play. You can also create your own game with the rules set to your liking (Royal Rumbles and Elimination Chambers are not available in Ad Hoc mode).

ONLINE TITLE MATCH

Put your created Championship on the line and compete against other players for your title. Do you have the fortitude to put it all on the line?

TRADE CREATED SUPERSTARS

Trade your created Superstars with other players. Negotiate player-to-player trades of original created Superstars to get the deal done!

NOTES

LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 48037. Please use this code to identify your Product when contacting us.

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THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

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This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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